



Average Joe League Rules

Ward Parks and Recreation

1. ALL GAMES WILL HAVE A **55 MIN** TIME LIMIT. GAME CAN END IN A TIE.
 - a. NO NEW INNINGS WILL START WITH LESS THEN 5 MINS REMAINING.
 - b. IF TIME RUNS OUT AND THE VISITOR IS AT BAT, THE INNING WILL BE FINISHED BEFORE THE GAME IS CALLED, IF NECESSARY.
2. **BALLS**: TEAMS WILL USE AN 12" SOFTBALL. GAME BALLS WILL BE PROVIDED BY WPR.
3. ALL **TEAM EQUIPMENT** MUST BE PROVIDED BY EACH INDIVIDUAL TEAM. IF EQUIPMENT IS NEEDED, PLEASE CONTACT WPR DIRECTOR.
4. **NET** IS PROVIDED FOR PITCHER PROTECTION; NET MUST BE USED WHEN PITCHING.
 - a. ANY MODIFICATION OF THIS RULE, MUST BE CLEARED BY DIRECTOR, IN WRITING.
 - b. IF A HIT BALL CONTACTS THE NET, 1st TIME DEAD BALL WILL BE CALLED, IT WILL BE A STRIKE EVERY TIME AFTER. (IF BATTER HAS 2 STRIKES, THE 2ND TIME THE NET IS HIT, THE BATTER WOULD BE OUT.)
5. **1 COURTESY FOUL**: 1 COURTESY FOUL IS GIVEN AFTER 2 STRIKES.
6. **PICKUP PLAYERS**: PICKUPS ARE ALLOWED TO COMPLETE A TEAM DURING REGULAR SEASON GAMES. **ONLY 2** PICKUPS ALLOWED FOR THE END OF SEASON TOURNAMENT.
7. **ROSTER** MUST BE TURNED INTO DIRECTOR PRIOR TO END OF SEASON TOURNAMENT, UNLESS APPROVED BY DIRECTOR FOR EMERGENCY CIRCUMSTANCES.
8. **USE OF EXTRA HITTERS (EH)**: EACH TEAM IS ALLOWED TO USE AN EXTRA HITTER. IF A TEAM CHOOSES TO USE THE EXTRA HITTER THEY MUST FOLLOW M/F ORDER.
9. **BATTING ORDER**: MALE & FEMALE ALTERNATE; NO MORE THEN 2 MEN IN A ROW.
 - a. IF PLAYING 6/4, THEN SHOULD BE MFMFMMFMMF
10. **RUN RULE**: 7 RUNS PER INNING. ONCE HITTING TEAM SCORES 7 RUNS, THEY SWITCH AND TAKE THE FIELD. IF NEEDED, THE LAST TEAM BATTING WILL PLAY TO WIN, EVEN IF PAST 7-RUN-RULE.
11. **MERCY RULE**: IF TEAM IS AHEAD BY 20 OR MORE RUNS AFTER THE 3RD INNING, 15 OR MORE RUNS AFTER THE 4TH INNING, OR 10 OR MORE RUNS AFTER THE 5TH INNING THEY WILL BE DECLARED THE WINNER; UNLESS, WITH CONSENT FROM BOTH TEAMS, THE TEAMS CAN CONTINUE THE GAME BUT WILL END AT 55 MINUTES.
12. **INFIELD FLY RULE**: BATTER IS OUT. RUNNERS ON 1ST & 2ND OR 1ST, 2ND, & 3RD WITH 1 OR 0 OUTS.
13. **FORFEITS**: IF ANY TEAM HAS LESS THAN 7 PLAYERS AT GAME-TIME THEN THEY MUST FORFEIT. A PRACTICE GAME MAY BE PLAYED IN THE PLACE OF THE ACTUAL GAME, BUT WILL NOT COUNT TOWARDS RECORD.
14. **FOOTWEAR**: ABSOLUTELY **NO METAL CLEATS** WILL BE PERMITTED.
15. **COURTESY RUNNERS**: MUST BE USED ONLY AFTER THE BATTER HAS MADE IT TO FIRST BASE. MALE RUNNER FOR MALE BATTER, FEMALE RUNNER FOR FEMALE BATTER.
 - a. IF COURTESY RUNNER IS ON BASE & IT'S THEIR TURN TO BAT, THEY ARE OUT.
16. **HOME RUN RULE**: EACH TEAM IS ALLOWED **3** OVER THE FENCE HOME RUNS PER GAME. AFTER THE THIRD, AN OVER THE FENCE HOME RUN WILL BE CALLED AN OUT.
17. **NO BUNTING OR STEALING IS ALLOWED!!**